1. **Purpose:** 
   1. Contributions: Jarrod Hardy has provided research, cell implementation, hangouts for immediate communication, food for meetings, feedback as to how move forward and where to help and level menu for the game.
   2. Weaknesses: Can do more in code and implementation, feedback and environmental issues.
   3. External documentation is provided with this self-assessment.
2. **Process components:** 
   1. Professionalism:

2.1.1 Reliable 1

2.1.2 Appears and delivers on time 1

2.1.3 Positive attitude 1

2.1.4 Seeking success 1

2.1.5 No excuses 1

2.1.6 Maintains communications 2

2.2 Quality Creativity:

2.2.1 Problem solving 2

2.2.2 Careful, clean, determined 2

2.2.3 Shows attention to detail 1

2.2.4 Detects edge and corner cases 2

2.3 Impact Examples

2.3.1 key comments that start or save conversations: simply collaboration with team at meetings, trying to give feedback and looking to where I should help out. 3

2.3.2 asks probing questions that make a difference: I am **not** the glue to the team. However, I do try to ask questions and state the work I am currently on to show I am concerned with our success as a whole. 3

1. **Evidence:**

The most I have given to the team up to this point is the original cell I had spent several hours on that I thought would be used, however it was pointless work as it will not be used in the video game. This is due to me not checking with the team if I should do so or asking Lewis if it should be done this way. That was a waste of time that hurt myself and the team. Moving on I made the level screen that offers a number of levels to the game that can be selected from the main menu screen to the game. Moving forward I will try to implement C++ code as the C# code was wrote before to give the cell we have some functionality. If this can be done I would be much happier with my place on the team, however I feel I have lacked a little. With other school work out of the way, for the time being, I hope to be able to give more to the team.